



THE **SLY**
COLLECTION™

Instruction Manual

Controls

L button

► button

▲ button

◀ button

▼ button

L left stick

PS button



R button

□ button

△ button

○ button

× button

R right stick

START button

SELECT button

Main Menu

All of Sly Cooper's adventures are chronicled together in HD! Exotic locales, foxy ladies and fantastic adventures await Sly and his friends.

Menu Controls

Select GameTouchscreen (tap)



A stylized, low-poly illustration of Sly Cooper, a raccoon character, is visible in the background. He is wearing his signature blue hat and mask, and is holding a golden gun. The background is dark blue with some geometric shapes.

Game Selection

Tap the icon for the Sly Cooper Collection game you want to play to launch it.

Starting a New Game


After choosing a game to play, press **START** to begin a new game at the Title Screen Menu. Press **SELECT** to go to the menu.

Auto Save


As you progress, a special Save icon will appear on screen indicating your progress is being saved automatically. While the icon is on screen, **DO NOT** turn off your system.

Game Selection

Creating a Save File

When playing Sly 2: Band of Thieves or Sly 3: Honor Among Thieves, you must create a Save File to save your progress through the missions. On the Save File prompt screen highlight YES and press  to create that file. Your Save File is automatically created and updated when quitting Sly Cooper and the Thievius Raccoonus.

Manual Save

To perform a manual save, access the Save Game option located on the Options Menu. You can access the Options Menu by pressing  to display the Pause Menu, then choosing Options. If autosave is disabled please manually save your game from the pause menu to re-enable autosave.

A background illustration of Sly Cooper and his team in a dark, rocky environment. Sly is in the center, looking forward. To his right, another character is visible, and a small number '5' is in the top right corner. A yellow banner with the text 'Game Selection' is positioned in the upper middle.

Game Selection

Loading a Saved Game

If you want to resume your most recently saved game, press **START** at the Title Screen. When playing Sly 2: Band of Thieves or Sly 3: Honor Among Thieves, you can also load a different saved game file at any time via the Load Game option in the Options Menu. Access the Options Menu by pressing **START** to display the Pause Menu, then choosing Options.

Game Screen

Health (Only in Sly 2 and 3)

Displays your character's health. When the meter is depleted Sly is defeated.

Thief Sense

(Only in Sly 2 and 3)

A radar like display blinks over your character icon. The faster it blinks, the closer you are to your enemy. This is a useful move for sneak attacks and to pickpocket.



Coins

How many coins you have collected.

Clue Bottles

(Only in Sly 1 and 2)

A tally of the clue bottles you have gathered. Collecting all of them yields fantastic techniques for your character.

Sly Cooper and the Thievius Raccoonus

Menu Controls

Highlight menu item	Left stick or ▲ / ▼ buttons
Advance screen dialogue	×
Pause and Display Stats.....	START
Show Map (if available).....	SELECT

Sly Cooper and the Thievius Raccoonus

Basic Controls

Sly moves	Left stick or ▲ / ▼ buttons
Swing cane	□
Overhead Smash.....	× (jump) then □ (while in the air)
Jump	×
Double-jump	× (double tap)
Climb Ladder/Rope/Pipe	○ + Left stick ↑ / ↓
Grab hooks or rings	× to jump + ○
Let go/drop	×
Rotate camera	Right stick

Sly Cooper and the Thievius Raccoonus

Advanced Controls

Master Thief Move.....	○ (hold) when you are near blue sparkles
Enter Vault Code	Left stick or ▲ / ▼ buttons to change numbers
Move to next tumbler.....	Left stick ← / →
Use/Put away binocucom	Touchscreen (tap)
Scan with binocucom	Left stick or directional buttons
Zoom binocucom in/out	Right stick ↑ / ↓
Advanced technique	△
Toggle between techniques	L / R

Submarine and Hover Blaster

Drive Vehicle	Left stick
Aim and fire turret.....	Right stick

Sly Cooper and the Thievius Raccoonus

Blasting Station

- Move targeting reticle Left stick or directional buttons
- Fire Rivet  / 

Getaway Van

- Drive Left stick
- Max Speed Left stick 
- Nitro boost 

Swamp Skiff

- Drive vehicle Left stick
- Flame thrower  / 





Tricks of the Trade

Checking Out the Surroundings

Use the right stick to swing the camera view anytime you want to see around you.

Use the binocucom to scan the mission area. When Bentley has an intelligence report, you'll automatically look through the binocucom at the specified area he is talking about. If you return to that area again, a "Bentley Icon" will appear at the bottom left of the screen. Just tap the Touchscreen and Bentley will repeat the intelligence report for that area.

To use the binocucom, tap the Touchscreen. Use the left stick to scan the area and the right stick  /  to zoom in and out.

Tricks of the Trade

Navigating the Map

Once you have visited an area in any Fiend's operation, you can return using the Map. Press **START** to display the Pause Menu and select VIEW MAP or press **SELECT**. Press the directional buttons or left stick to highlight the area you want to revisit and press **X** to warp back to that region.

Thievery at its Best

Sometimes you'll see blue auras sparkling in an area. They mark a Thieving Opportunity that only a Raccoon Master Thief can see. Get close to them. Then press and hold **○** to perform a super sneaky Master Thief maneuver. Use the left stick to sneak around while still holding **○**.

Tricks of the Trade

Advanced Techniques

Break open safes and vaults and you'll discover advanced techniques. To use advanced techniques press . Once you have more than one advanced technique, you can toggle between them by pressing  and  before pressing .



Tricks of the Trade

Special Items

LUCKY HORSESHOE: A Lucky Horseshoe will keep you from losing a life one time if you are attacked or injured. When you have a lucky Horseshoe it will appear on your back. You can carry multiple Lucky Horseshoes and can tell how many you have by the color of the Horseshoe.

GOLD COINS: Steal all the gold coins you find or take them from defeated thugs. Find hidden coins by striking an object with your cane. Every 100 coins buys a Lucky Horseshoe.

CLUES: Find these messages in bottles to discover valuable clues. They may include codes, vault combinations or other important information Bentley can analyze.

Tricks of the Trade

SLY LIFE: This gives you one extra Sly life. Sometimes defeating an enemy or breaking something open will reveal one.

KEY: Find these to gain entry to another area. Once you have a key, you can walk up to locked doors, gates or equipment and automatically insert the key. Sometimes you need multiple keys to completely gain access to an area.

BENTLEY'S SIGNAL REPEATERS: You can find signal repeaters throughout the operational areas. They serve as checkpoints to mark your progress. If you lose a life, you'll then restart at the last signal repeater you passed.

Sly 2: Band of Thieves

Menu Controls

Start/Pause Game/Access Pause Menu	START
Highlight Menu Item	Left stick or directional buttons
Select Menu Item	X
Previous Menu	△





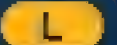




Sly 2: Band of Thieves

Basic Controls

SLY'S CONTROLS

Walk	Left stick or directional buttons
Camera Rotate/Pan	Right stick
Swing Cane	□
Juggle	△
Dive Spin	× (jump) then △
Spin attack	□ (hold to charge up then release)
Overhead Smash	× (jump) then □ (while in the air)
Jump	×
Double Jump	× then × (while in the air)
Grab/Climb	× then ○ (while in the air)

Sly 2: Band of Thieves






- Let Go/Drop (from pipes, ropes, etc.)..... 
- Activate/Pick Up/Open Door 
- Run Hold down  with left stick or directional buttons
- Gadget Grid..... 
- Assign Gadget or Powerup 
- Master Thief Moves Hold down  (when you are near blue sparkles)
- Pickpocket.....  (when standing behind an enemy unseen)
- Finishing Slam.....  then  (when standing behind an enemy unseen, after using the juggle attack)

Sly 2: Band of Thieves

THE BINOCUCOM (ALL CHARACTERS)

Use/Put Away binocucom.....	Touchscreen (tap)
Scan with binocucom	Left stick or directional buttons
Zoom binocucom In/Out	Right stick  or 
Exit binocucom	 ,  ,  , or 

MURRAY'S CONTROLS

Walk/Jog	Left stick or directional buttons
Camera Rotate/Pan	Right stick
Jump	
Double Jump.....	 then  (while in the air)
Activate/Pick Up/Open Door	
Run Fast	Hold down 

Sly 2: Band of Thieves

Sneak Along Wall/Ledge	Hold down ○ (when you are near pink sparkles)
Punch	□
Thunder Flop	× (jump) then □ or △ (while in the air)
Juggle/Uppercut	△
Roundhouse Kick	△ then □
Use Gadget or Powerup	L
Pick Up Enemy/Item (Stomp)	○ (while enemy is knocked out)
Pick Up Enemy (Catch)	△ then ○ (when enemy is in the air)
Throw Enemy/Item	○, □, or △ (while carrying Enemy/Item)

Sly 2: Band of Thieves

BENTLEY'S CONTROLS

Walk	Left stick or directional buttons
Camera Rotate/Pan	Right stick
Jump	×
Double Jump	× then × (while in the air)
Activate/Pick Up/Open Door	○
Run Fast	Hold down R with left stick or directional buttons
Sneak Along Wall/Ledge	○ (hold) (when you are near green sparkles)
Crawl	○ (when you are near green sparkles)
Look Around	Right stick (when Crawling)
Swing Dart Gun	□
Drop Bomb	△
Use Gadget or Powerup	L
Fire Dart (with binocucom equipped)	R

Pause Menu

Press  to open the pause menu.

Keep Playing

Resume the game.

Exit to Episode Menu

You can access this menu to load the current episode or any previously completed episodes. This is especially helpful if you want to revisit an area and search for missed clue bottles, collect more coins, and grab extra loot.



Pause Menu

Options

Here you can save and load your game, adjust the music and effects volume, and invert the camera, binocucom, and turret controls.

Controls...

Check here to refresh your memory on how to control the current character.

Job Help

This option provides essential information for completing jobs. Choosing the Job Help option allows access to the current job objectives and goals. You can also check out the complete list of jobs that are available, as well as the ones that have already completed.

Pause Menu

Abandon Job

If things are going awry, or if you need to rethink objectives, or you just want to take a break, select ABANDON JOB from the Pause Menu. Once chosen, you'll be asked to confirm.

Note: Abandoning a Job will cause you to lose current Job progress as well as all the loot you have collected.

Safe House

The Safe House is the hub for all your planning and preparation. You can enter it at any time to get some rest, change playable characters, and purchase and sell items through ThiefNet. You can locate the Safe House from the city at any time by tapping the rear touch pad and viewing the yellow beacon that points directly to it.

Switching Characters

There are three different job start beacons that show which one of the Band of Thieves' skills is needed for that particular area. For example, a job start beacon that has Bentley's face on it means that his technical genius and demolitions expertise is required. If Sly's beacon appears, then the job requires master thievery to be successful. Likewise, Murray's missions will require brute strength and fighting capabilities.

Safe House

Thiefnet

You can only access ThiefNet when at the Safe House. ThiefNet is a super-secret website where you can purchase a variety of high-tech gadgets and powerups with the coins and loot you've acquired in the field. You can also sell loot for more coins to boost your funds. To log on, use the left stick or ◀ and ▶ buttons until you see the ThiefNet store on the scrolling text bar. Press ⊗ to logon to ThiefNet. You'll see all the current items available for purchase. If you want to sell the loot you have, press ➡ on the left stick or the ▶ button to move to the Sell Loot screen. To purchase an item, make sure you have enough coins, and then select the gadget and press ⊗ to confirm.



Thief Tools

The Gadget Grid

Gadgets and powerups that are bought from ThiefNet can be equipped from the Gadget Grid. To access the Gadget Grid, press **SELECT** during gameplay. Here you can assign and equip an item or powerup to **L**. To do so, just highlight the item on the Grid using the left stick or directional buttons and press **L** to assign that item.

Beacons

Bentley will place several kinds of beacons throughout each city. These beacons show up against the sky and pinpoint job start points and objectives. To locate a beacon, tap the rear touch pad and then scan the environment. Once you've started a job, you can use your binocucom to locate objective beacons.

Sly 3: Honor Among Thieves

Menu Controls

Start/Pause Game/Access Pause Menu	START
Highlight Menu Item	Left stick or directional buttons
Select Menu Item.....	X
Previous Menu.....	Δ
Power-Up Screen (Gadget Grid)	SELECT
Assign Gadget or Power-Up.....	L

The Gang's Basic Moves

Power-Up Screen (Gadget Grid)	SELECT
Assign Gadget or Power-Up.....	L
Use Gadget or Power-Up.....	L (when equipped)

Sly 3: Honor Among Thieves

Move	Left stick or directional buttons
Camera Rotate/Pan/Tilt	Right stick
Project Waypoints	Rear touch pad (tap)
Jump	⊗
Double Jump	⊗ (jump) then ⊗ (while in the air)
Run Fast	Hold down R with left stick or directional buttons
Activate/Pick Up/Open Door	⊙

The Binocucom

Use/Put Away binocucom	Touchscreen (tap)
Scan with binocucom	Left stick or directional buttons
Zoom binocucom In/Out	Right stick ↑ or ↓

Sly 3: Honor Among Thieves

Exit binocucom	X, □, ○, or △
Snap Picture with Spycam (Sly only)	R (while in Sly's binocucom)
Fire Dart (Bentley only)	R (while in Bentley's binocucom)

Sly Controls

Swing Cane	□
Overhead Smash	X (jump) then □ (while in the air)
Juggle	△ (when standing unseen behind an enemy)
Dive Spin	X (jump) then △
Charge Combo	△ then □
Use Gadget or Power-Up	L (when equipped)
Stealth Slam	△ then □ (when standing behind an enemy unseen)

Sly 3: Honor Among Thieves

- Grab/Climb ⌘ (jump) then ○ (while in the air)
- Let Go/Drop (from pipes, ropes, etc.) ⌘
- Sneak Along Wall/Ledge Hold down ○
- Pickpocket ○ (when standing unseen behind an enemy)
- Crawl ○ (when you are near air vents/under tables)
- Look Around (when Crawling) Right stick
- Safe Crack ... Slowly rotate left stick until blue lights appear and then change direction

Bentley's Moves

- Wheelchair Spin □
- Drop Bomb △
- Pickpocket L (with Fishing Pole equipped)

Sly 3: Honor Among Thieves

Murray's Moves

Punch.....	□
Thunder Flop.....	× (jump) then □ or △ (while in the air)
Juggle/Uppercut.....	△
Roundhouse Punch.....	△ (juggle) then □
Stomp	○ (while enemy is knocked out)
Pick Up Enemy (Catch)	△ (juggle) then ○ (when enemy is in the air)
Loot Shake.....	○ (while carrying Enemy)
Throw Enemy/Item.....	□ (while carrying Enemy/Item)
Slam Enemy/Item.....	△ (while carrying Enemy/Item)

Sly 3: Honor Among Thieves

Carmelita's Moves

Mega Jump	○ (hold then release)
Strafe	△ (press to toggle on/off)
Fire Shock Pistol	R
Power Kick	□



Main Menu

Pressing **SELECT** at the Title Screen will open the Main Menu. Use the left stick or **▲** and **▼** buttons to highlight your choices and press **ⓧ** to confirm your selection. Press **⬆** to return to the Title Screen.

New Game...

Create a new Save File and begin a new game.

Load Game...

Load an existing Save File and resume your progress in the game.

Main Menu

Music Volume

Adjust the game's music volume.

Effects Volume

Adjust the game's effects volume.

Camera Options...

Adjust the game's Up/Down and Left/Right directions to suit your preferences.

Game Menu

You can access the Game Menu upon pausing the game by selecting Exit to Game Menu from the available options. From this menu, you will be able to play unlocked Episodes, replay individual Jobs, attempt Master Thief Challenges, and explore the Gallery.

Play / Resume Episode

Play or resume the selected Episode. You can replay previously played Episodes to sharpen your skills, collect more coins and grab extra loot.

Game Menu

Jobs & Challenges

By selecting Jobs & Challenges, you can return to the scene of the crime before it's happened to replay a Job with all of your current Power-Ups and crew members intact. In addition, new variations of original challenges (Master Thief Challenges) will be available and you might find certain members of your gang who weren't present the first time around can be of unique use.





Gallery

Visit the Gallery to view special goodies you've unlocked.

Note: In order to access the Jobs & Challenges or Gallery options for a particular Episode, you must first unlock them.

New Tools of the Trade

Art Decryption

You'll find that many a paranoid thug likes to keep their valuables in strong safes hidden behind pieces of art. It takes a talented sleuth with a sharp eye and the mind-bending powers of deduction to decipher code somewhere on the painting. To decipher a painting, approach it and press . Next, use the left stick or directional buttons to move the magnifying glass around the painting and press  to zoom in and magnify the portion inside the glass. Once you find the well-hidden three-digit code, press  to open the painting and then use the left stick or directional buttons to cycle through the each of the combinations and input the code. You can exit out at any time by pressing .

New Tools of the Trade

Safe Cracking

To pick a lock, slowly rotate the left stick in either direction until blue lights appear signaling a tumbler is going to fall in place. If you move the dial too far and the light turns red, you'll lose the tumbler and have to start from scratch. As soon as you see the blue lights, slowly reverse your rotation in the opposite direction and repeat the process. Once all three tumblers are in place, the light on the safe will turn green and the door will open.

New Tools of the Trade

Art of Disguise

Sly can equip and use disguises for certain jobs. If a job requires a disguise, it will be available as a Power-Up via the Gadget Grid. Once equipped, press the appropriate button to wear the disguise and approach a guard to engage him in conversation. In order to fool him, you must be able to successfully hold a conversation by memorizing and pressing the correct button combinations that appear onscreen.

Vehicles

Vehicles can be used for more than just quick getaways. Sometimes a thief will need to use a vehicle, whether it be on wheels, water, or in the air to gain the upper hand against his adversaries.

For more information on this
game please visit
www.playstation.com



PlayStation®

WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far away as possible from the screen.
- Avoid prolonged use of the PlayStation®Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

GAME CARD PRECAUTION – PART 1

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



GAME CARD PRECAUTION – PART 2



Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.

GAME CARD NOTICE – PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

GAME CARD NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
 - Reorient or relocate the receiving antenna.
 - Increase the separation between the equipment and receiver.
 - Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
 - Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Limited Warranty

SCEA warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of one (1) year from the date of purchase. This warranty does not apply to any consumables (such as batteries). For defects in material or workmanship within the warranty period, upon showing a proof of purchase, SCEA agrees for a period of one (1) year to either repair or replace this product with a new or factory recertified product at SCEA's option. For the purpose of this Limited Warranty, "factory recertified" means a product that has been returned to its original specifications.

The background is a dark blue, textured surface. In the upper left, there is a stylized character with a large, detailed eye and a yellow banner. The banner contains the text "Limited Warranty" in a bold, black, serif font. In the upper right, there is a small, white, stylized character. The overall aesthetic is that of a video game or comic book cover.

Limited Warranty

Visit www.us.playstation.com/support or call 1-800-345-7669 to receive a return authorization and shipping instructions. This warranty shall not be applicable and shall be void if the defect in the SCEA product has arisen through abuse, unreasonable use, mistreatment, neglect, or means other than from a defect in materials or workmanship.



Limited Warranty

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SCEA. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE ONE (1) YEAR PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SCEA BE LIABLE FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE SCEA PRODUCT. SOME STATES OR PROVINCES DO NOT ALLOW LIMITATION ON HOW LONG AN IMPLIED WARRANTY LASTS AND SOME STATES DO NOT ALLOW THE EXCLUSION OR LIMITATIONS OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSION MAY NOT APPLY TO YOU.

The background is a dark blue, stylized illustration. On the left, a character with a large eye and a blue mask is visible. On the right, a character with a blue cap and a red and blue uniform is shown. In the bottom right corner, the number '51' is displayed. The overall style is reminiscent of a comic book or animated series.

Limited Warranty

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state or province to province.

This warranty is valid only in the United States and Canada.

Consumer Service/Technical Support Line

1-800-345-7669

Call this number for technical support, installation or general questions regarding the PS Vita system and its peripherals.

Representatives are available Monday – Saturday 6am– 8pm
and Sunday 7am – 6:30 pm Pacific Standard Time.

The Sony Computer Entertainment logo is a trademark of Sony Corporation. “PlayStation”, the “PS” family logos and the PS Vita logo are trademarks of Sony Computer Entertainment Inc.